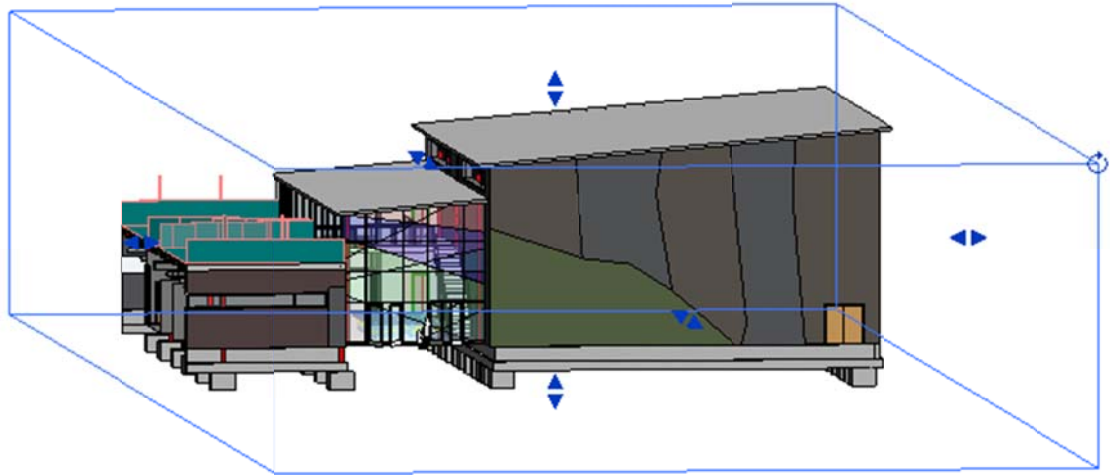


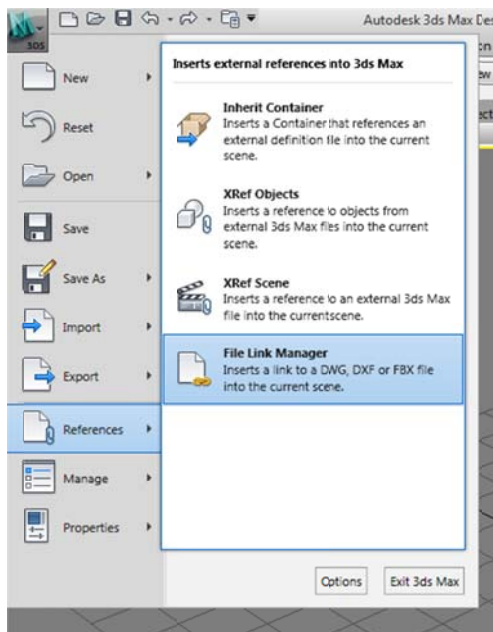
Linking a Revit File to 3D Studio Max 2011

By linking a file instead of importing it, the geometry in 3DS will update when you update your Revit file and resave the fbx, and you can keep the same materials that you applied in Revit.

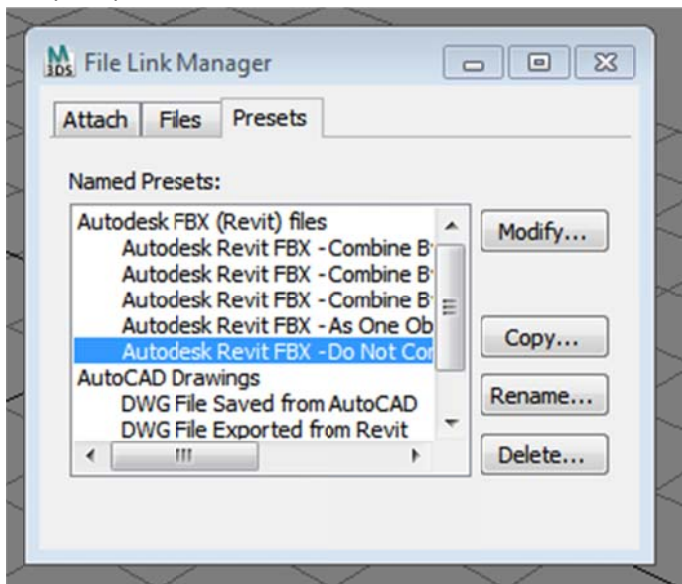
- 1) Section box the area of your Revit model that you would like to render in 3DS.



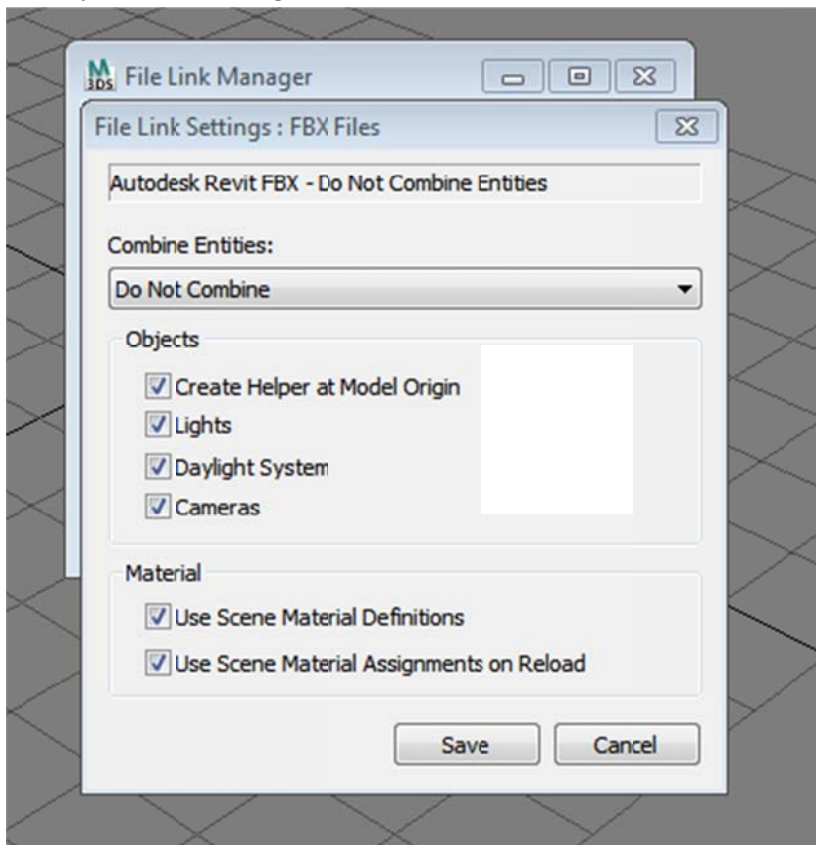
- 2) Export as an .fbx
- 3) Open 3DS and link fbx file



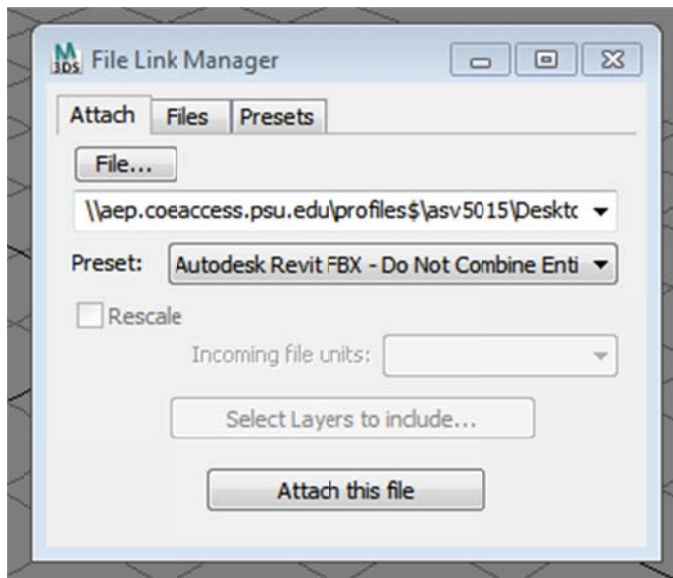
4) Set your presets



5) Modify Presets to bring in Scene Materials



- 6) Choose the correct preset and the click attach this file



- 7) Render with mental ray settings and make sure to turn on mr. photometric settings and change the exposure appropriately.

